

ARMAGEDDONIA

Volume One, Number One

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which it may strike our fancy to include.

ORIGIN OF THE NAME, ARMAGEDDONIA

"Armageddonia" was a mythical country in one of the games played by the Lafayette Tactics Association. The name comes, of course, from the battle of Armageddon described in Revelation 16:16--the great final battle of the ages. The name Armageddon is aptly derived from the famous biblical battleground situated on the south side of the Plain of Esdraelon, at the entrance to a pass across the Carmel mountain range: Megiddo. Megiddo was a key position between the Euphrates and the Nile since the main highway connecting Asia and Africa went through this pass. Thus situated, it became one of the great battlegrounds of history; the Egyptian pharaoh, Thothmes III, a great empire builder, stated, "Megiddo is worth a thousand cities." At Megiddo General Allenby in 1918 defeated the Turks. It has been said that more blood has been shed around this hill than any other spot on earth.

ANNOUNCEMENT OF GAMES NOW OPEN

***Announcing Games One & Two

The next issue of ARMAGEDDONIA will be published when the game roster for one of these two games is filled. Since we already have a number of definite commitments to play in these games from persons living in different parts of the country, we should be going in no time. These will be regular seven-man games, basically following the rules used by John Boardman in Graustark. Persons desiring to participate in the bloodletting should write gamemaster Jim Dygert and state country preferences in a list numbered one thru seven (i.e. one choice first, no. two second, etc.). We will try our best to give you a country high on your list. Game fees and other details appear on last page.

ARMAGEDDONIA IS PUBLISHED BY THE LAFAYETTE TACTICS ASSOCIATION.

INTRODUCING OMNIBUS!!!!!!!!!!!!

Omnibus is a Diplomacy variant invented by ye olde editor which attempts to reconstruct the actual European power relationships that existed in 1914. Needless to say, some countries end up with many more supply centers than do others. Some features of Omnibus:

*Played by the rules of regular Diplomacy (in future games, there will be some experimentation to attempt to achieve greater military realism).

*As in Calhamer's game, it has generally been attempted to maintain the ratio of one supply center to one non-supply center within the major powers.

*Because of the greater number of playing spaces, the imbalance in strength between the great powers, the configuration of the spaces, and other features, Omnibus is militarily more realistic than regular Diplomacy.

*The sizes of provinces vary greatly depending upon the part of Europe one considers; thus small, compact Germany has almost as many supply centers and spaces as large Russia.

*Wherever possible, province lines are historically accurate.

*There has been absolutely no tampering with national boundaries, as occurs at several points in Diplomacy.

*The great majority of supply centers are located within the boundaries of the seven great powers. Thus it is difficult to increase one's strength to any great degree without attacking someone capable of fighting back.

Let me say that after many hours of work on Omnibus, my admiration for the beautiful job done by Allan B. Calhamer stands not only undiminished but greatly increased. I have no illusions about Omnibus coming close to being as good as Diplomacy. (The greater length of time required to play Omnibus alone is enough reason for making this statement, since across-the-board play is virtually ruled out). Let me say that any suggestions that will improve the game will be looked upon not with offence, but with gratitude.

cmt

- If you would like to play a game
- in which Russia starts play with 12 (that's right, 12) units,
 - in which England starts with a fleet at Gibraltar and an army at Cairo,
 - in which you can move to Iceland, Suez, Mesopotamia, Transylvania, Crete, and many more,
 - in which a fleet can start in the White Sea and end up in the Persian Gulf,
 - in which Turkey deals from a position of weakness at the start,
 - in which England plays her traditional role of maintaining the balance of power,
 - in which Russia can fight Germany, Austria, and Turkey at once and still survive (almost),
 - in which Tunis is not a supply center,

-in which the mere threat of mobilization is cause for war (and maybe panic?),
-and which has never been played to completion by seven people before...

THEN ENROLL IN OMNIBUS!

...details on last page. Note: complete set of maps sent to all players, including a large map the size of a diplomacy board.

* * * * *

DOWN WITH THE IDF! MAY ANARCHY REIGN SUPREME!

Comme l'Empereur Napoleon IV disait (Costa 4) "l'ennemi (the IDF) doit etre ecrase! "

Dygert wants to write an editorial against the IDF (that's mine a_bove), while Bailey is in favor of it. What to do? Natch...Anarchy reigns in the hierarchy of ARMA (and we're only one issue old). cmt

Bailey: "The Devil take the both of you...and may he choke."

***Notice: As of Monday 29 August, Anders Swenson left for Fort Ord for six months of Guard training. Until his return Bailey and I are stuck with publishing Miskatonic University (since Dygert refuses to allow us to incorporate the rag into ARMA). ((Speaking of rags??)) Each of us will gamemaster the game in which the other is entered.

***Speaking of Anders, you should see Gail Schow's eyes when she sees him in his uniform. Wow. ((Would you believe retch?))

* * * * *

STATEMENT OF EDITORIAL POLICY

ARMAGEDDONIA shall generally follow Conrad von Metzke's policy of allowing people to have some say in which country they end up by means of a list numbered one thru seven in which top preference is first, second is second, etc. One disadvantage stemming from such a policy is that a group of people from the same area can get together and plot to form a pre-game alliance designed to sweep the board. We shall have none of this. In fact, we shall go further and state that we shall have none of this business of three and four people from one locale getting together and entering one game. None of it! It shall be our unalterable policy to never allow more than two people from the same area to be entered in the same game. And be forewarned: when two people from San Diego, Md., Youngstown, the Bay area, etc. are indeed enrolled in the same game, they shall be given countries which cannot act effectively in concert in the opening stages of the game.

***Achtung! The LTA hereby challenges the Youngstown Diplomacy Club to a rematch in a game (or a series of games, if they wish) of Team Diplomacy, three to a team, just as in the Graustark match. The rules to be the same, except that it shall require control of 2/3 of the supply centers on a fall turn to win.

Note: others interested in team games please write. We are willing to try any variant you prefer. Game fees for team games requiring only a majority of the pieces on the board to win will generally be \$1 per person.

ARMAGEDDONIA is a publication of the Lafayette Tactics Association.

Publisher: Jim Dygert

Editor: Charles Turner

Treasurer: Brian Bailey

All correspondance should be directed to Jim Dygert, since he will gamemaster most games. For the information of those interested, the reason for having three people running the 'zine is simply to spread the amount of work around. Dygert will receive all the correspondance. He will determine outcome of all moves and communicate this to your editor along with all press releases, letters, etc. Keeping track of the money will be Bailey, who will also have to do all the purchasing. This leaves yours truly with the nice, simple, easy ((ha!)) job of editing and typing all material. It should be pointed out that there is another advantage to having three people putting this thing into your hands (always eagerly anticipating it, no doubting): if someone is ill, or has an exam, the other two can do the work, whereas, if there is only one person putting out the magazine ((excuse, excuse, we know it's blasphemy to use that word)) there can be complications.

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GAME FEES: \$2.50 for all regular, seven man games
\$1.00 for team games that require majority of
pieces on board to win

\$4.00 for OMNIBUS (maps included)

SUBSCRIPTIONS: \$1.00 for ten issues, or 10¢ an issue.

BONUS: Since I am afraid that I've made Turkey so weak that it may be unfair (in OMNIBUS, that is), the person receiving it in our first game will be given a free regular game.

cmt

WRITE TO ARMAGEDDONIA C/O JIM DYGERT. ADDRESS GIVEN ABOVE.